

FIG. 1

0	0	SID	DBS	FN	QPC	HS	Rsv	DBC
0	0	FMT	FDF					
1	0	RESERVED			MODE		STATE	

FIG. 2

VALUE	MEANING
C2 ₁₆	RECORD MODE
C3 ₁₆	PLAY MODE

FIG. 3

VALUE	STATE	MEANING
75 ₁₆	RECORD	RECORD AT NORMAL SPEED
7D ₁₆	RECORD PAUSE	PAUSE IN RECORDING

FIG. 4

VALUE	STATE	MEANING
31 ₁₆	SLOWEST FORWARD	PLAY AT A SPECIAL EFFECT SPEED DESCRIBED IN DETAIL BELOW
32 ₁₆	SLOW FORWARD 6	
33 ₁₆	SLOW FORWARD 5	
34 ₁₆	SLOW FORWARD 4	
35 ₁₆	SLOW FORWARD 3	
36 ₁₆	SLOW FORWARD 2	
37 ₁₆	SLOW FORWARD 1	
38 ₁₆	X1	PLAY AT NORMAL SPEED
39 ₁₆	FAST FORWARD 1	PLAY AT A SPECIAL EFFECT SPEED DESCRIBED IN DETAIL BELOW
3A ₁₆	FAST FORWARD 2	
3B ₁₆	FAST FORWARD 3	
3C ₁₆	FAST FORWARD 4	
3D ₁₆	FAST FORWARD 5	
3E ₁₆	FAST FORWARD 6	
3F ₁₆	FASTEST FORWARD	
41 ₁₆	SLOWEST REVERSE	PLAY IN REVERSE AT A SPECIAL EFFECT SPEED DESCRIBED IN DETAIL BELOW
42 ₁₆	SLOW REVERSE 6	
43 ₁₆	SLOW REVERSE 5	
44 ₁₆	SLOW REVERSE 4	
45 ₁₆	SLOW REVERSE 3	
46 ₁₆	SLOW REVERSE 2	
47 ₁₆	SLOW REVERSE 1	
48 ₁₆	X1 REVERSE	PLAY AT NORMAL SPEED IN REVERSE
49 ₁₆	FAST REVERSE 1	PLAY IN REVERSE AT A SPECIAL EFFECT SPEED DESCRIBED IN DETAIL BELOW
4A ₁₆	FAST REVERSE 2	
4B ₁₆	FAST REVERSE 3	
4C ₁₆	FAST REVERSE 4	
4D ₁₆	FAST REVERSE 5	
4E ₁₆	FAST REVERSE 6	
4F ₁₆	FASTEST REVERSE	
65 ₁₆	REVERSE	PLAY AT NORMAL SPEED IN REVERSE
6D ₁₆	REVERSE PAUSE	PAUSE IN REVERSE PLAY
75 ₁₆	FORWARD	PLAY AT NORMAL SPEED
7D ₁₆	FORWARD PAUSE	PAUSE IN PLAY

FIG. 5

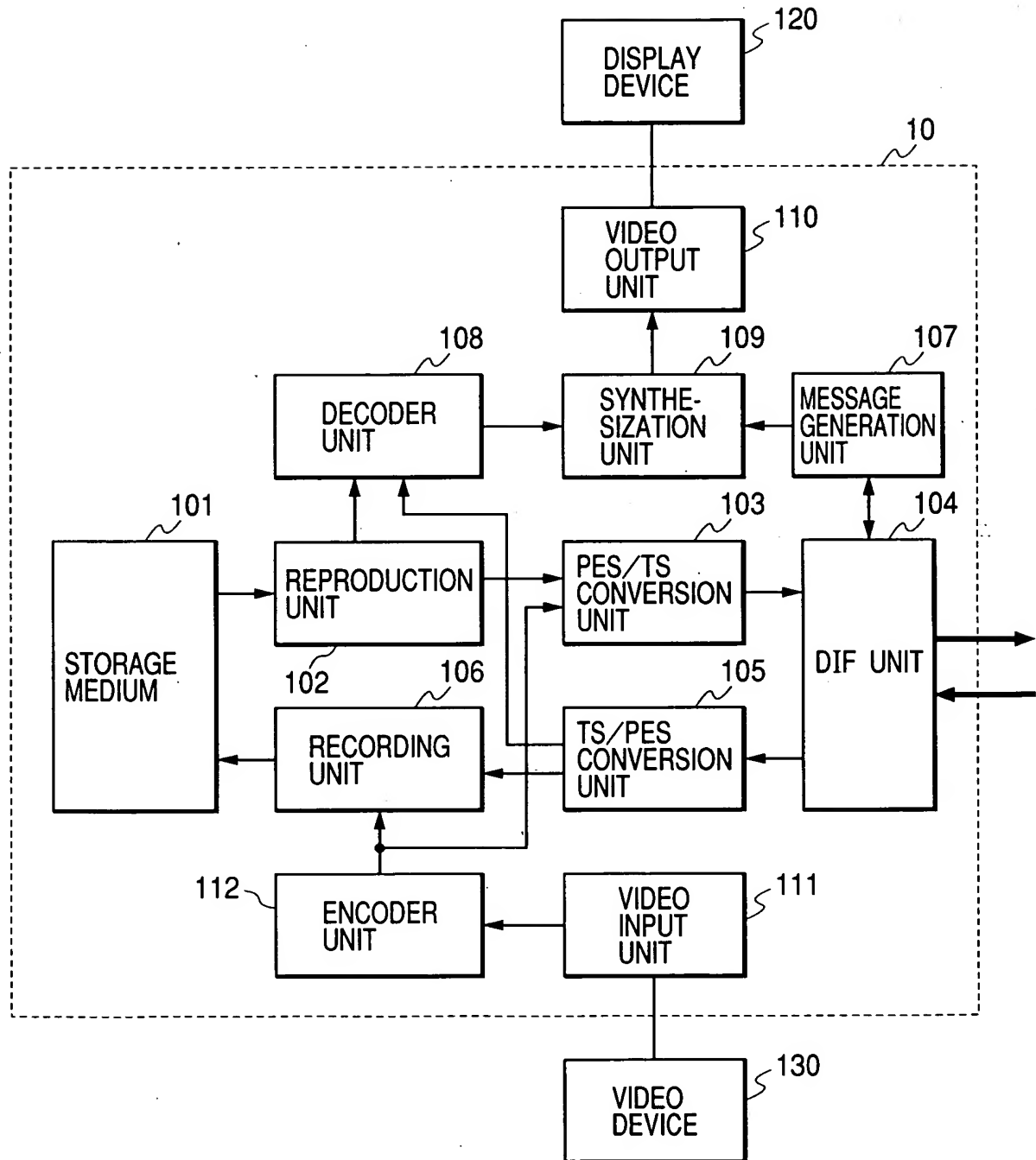


FIG. 6

0	0	SID	DBS	FN	QPC	SPH	Rsv	DBC
0	0	FMT	FDF					
1	0	PB	DIR	SPEED.I				SPEED.D

FIG. 7

VALUE	MEANING
0	PLAY
1	RECORD

FIG. 8

VALUE	MEANING
0	FORWARD
1	REVERSE

FIG. 9

